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1 A novel application development environment for large-scale scientific computations

X. Shen, W. Liao, A. Choudhary, G. Memik, M. Kandemir, S. More, G. Thiruvathukal, A. Singh

May 2000 **Proceedings of the 14th international conference on Supercomputing**

Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, citings, index terms

Our results demonstrate that our novel application development environment provides both ease-of-use and high performance for large-scale, I/O-intensive scientific applications.

2 Window real objects: a distributed shared memory for distributed implementation of GUI applications

Noboru Koshizuka, Ken Sakamura

December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.31 MB) Additional Information: full citation, references, index terms

Keywords: BTRON, distributed shared memory, graphical user interface, multiuser interface, parallel programming, window system

3 Middleware performance analysis: Performance monitoring of java applications

M. Harkema, D. Quartel, B. M. M. Gijsen, R. D. van der Mei

July 2002 **Proceedings of the third international workshop on Software and performance**

Full text available: pdf(219.69 KB) Additional Information: full citation, abstract, references, citings, index terms

Over the past few years, Java has evolved into a mature platform for developing enterprise applications. A critical factor for the commercial success of these applications is end-to-end performance, e.g., in terms of response times, throughput and availability. This raises the need for the development, validation and analysis of performance models to predict performance metrics of interest. To develop and validate performance models, insight in the execution behavior of the application is essent ...

Keywords: performance measurement and monitoring of java applications

4 jRapture: A Capture/Replay tool for observation-based testing
John Steven, Pravir Chandra, Bob Fleck, Andy Podgurski
August 2000 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 2000 ACM SIGSOFT international symposium on Software testing and analysis**, Volume 25 Issue 5

Full text available: pdf(403.58 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe the design of jRapture: a tool for capturing and replaying Java program executions in the field. jRapture works with Java binaries (byte code) and any compliant implementation of the Java virtual machine. It employs a lightweight, transparent capture process that permits unobtrusive capture of a Java programs executions. jRapture captures interactions between a Java program and the system, including GUI, file, and console inputs, among other types, and on replay it presents eac ...

Keywords: Java, capture/replay, execution profiling, observation-based testing, software testing

5 The interactive performance of SLIM: a stateless, thin-client architecture
Brian K. Schmidt, Monica S. Lam, J. Duane Northcutt
December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM symposium on Operating systems principles**, Volume 33 Issue 5

Full text available: pdf(1.79 MB) Additional Information: full citation, abstract, references, citings, index terms

Taking the concept of thin clients to the limit, this paper proposes that desktop machines should just be simple, stateless I/O devices (display, keyboard, mouse, etc.) that access a shared pool of computational resources over a dedicated interconnection fabric --- much in the same way as a building's telephone services are accessed by a collection of handset devices. The stateless desktop design provides a useful mobility model in which users can transparently resume their work on any desktop c ...

6 Visualization in network topology optimization
Hong Liu, Donald Hockney
April 1992 **Proceedings of the 1992 ACM annual conference on Communications**

Full text available: pdf(708.69 KB) Additional Information: full citation, abstract, references, citings, index terms

The intrinsic complexity and the geometric nature of network topology optimization lends itself to visual human-computer interaction. We have applied techniques of scientific visualization to all the aspects of network design, and have designed graphical user interface which takes full advantage of human expertise in the context of automated design processes.

7 Java Virtual Machine: An examination of the run-time performance of GUI creation frameworks
Christopher J. Howell, Gregory M. Kapfhammer, Robert S. Roos
June 2003 **Proceedings of the 2nd international conference on Principles and practice of programming in Java**

Full text available: pdf(108.30 KB) Additional Information: full citation, abstract, references

The graphical user interface (GUI) is an important component of many software systems. Past surveys indicate that the development of a GUI is a significant undertaking and that the GUI's source code often comprises a substantial portion of the program's overall source base. Graphical user interface creation frameworks for popular object-oriented programming languages enable the rapid construction of simple and complex GUIs. In this

paper, we examine the run-time performance of two GUI creation f ...

8 Profiling Java applications using code hotswapping and dynamic call graph revelation
Mikhail Dmitriev
January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth international workshop on Software and performance**, Volume 29 Issue 1
Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references

Instrumentation-based profiling has many advantages and one serious disadvantage: usually high performance overhead. This overhead can be substantially reduced if only a small part of the target application (for example, one that has previously been identified as a performance bottleneck) is instrumented, while the rest of the application code continues to run at full speed. The value of such a profiling technology would increase further if the code could be instrumented and de-instrumented as m ...

9 Improving interactive performance using TIPME
Yasuhiro Endo, Margo Seltzer
June 2000 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2000 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 28 Issue 1
Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

On the vast majority of today's computers, the dominant form of computation is GUI-based user interaction. In such an environment, the user's perception is the final arbiter of performance. Human-factors research shows that a user's perception of performance is affected by unexpectedly long delays. However, most performance-tuning techniques currently rely on throughput-sensitive benchmarks. While these techniques improve the average performance of the system, they do littl ...

Keywords: interactive performance, monitoring

10 Is GUI programming a database research problem?
Nita Goyal, Charles Hoch, Ravi Krishnamurthy, Brian Meckler, Michael Suckow
June 1996 **ACM SIGMOD Record , Proceedings of the 1996 ACM SIGMOD international conference on Management of data**, Volume 25 Issue 2
Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, citings, index terms

Programming nontrivial GUI applications is currently an arduous task. Just as the use of a declarative language simplified the programming of database applications, we ask whether we can do the same for GUI programming? Can we then import a large body of knowledge from database research? We answer these questions by describing our experience in building nontrivial GUI applications initially using C++ programming and subsequently using Logic++, a higher order Horn clause logic language on complex ...

11 Late breaking results: posters: The effect of content customization on learnability and perceived workload
Diego Rivera
April 2005 **CHI '05 extended abstracts on Human factors in computing systems**
Full text available: pdf(189.24 KB) Additional Information: full citation, abstract, references, index terms

One of the key e-commerce challenges is to maintain an increasing amount of information up-to-date. This is a challenging task because frequently there is a substantial amount of data being created under tight deadlines. It is important that data management tools used for these tasks are efficient and easy to use. The present study describes the effect of UI

content customization on learnability and perceived workload. Participants were asked to create 20 different products using four different ...

Keywords: content management, customization, e-commerce, learning curves

12 A high-performance Web-based system design for spatial data accesses
Shu-Ching Chen, Xinran Wang, Naphtali Rishe, Mark Allen Weiss
November 2000 **Proceedings of the 8th ACM international symposium on Advances in geographic information systems**
Full text available: pdf(787.51 KB) Additional Information: full citation, abstract, index terms

With the increasing use of geographical data in real-world applications, Geographic Information Systems (GISs) have recently emerged as a fruitful area for research. Nowadays, a GIS can be combined with World Wide Web (WWW) techniques to provide information to a multitude of users. A high-performance web-based GIS, called TerraFly, has been developed in order to provide web-based GIS accesses to the general public. The design of TerraFly considers three major aspects including system architec ...

Keywords: GIS, internally distributed multithreading, semantic R-tree

13 Industrial sessions: beyond relational tables: An ebXML infrastructure implementation through UDDI registries and RosettaNet PIPs
Asuman Dogac, Yusuf Tambag, Pinar Pembecioglu, Sait Pektas, Gokce Laleci, Gokhan Kurt, Serkan Toprak, Yildiray Kabak
June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data**
Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

Today's Internet based businesses need a level of interoperability which will allow trading partners to seamlessly and dynamically come together and do business without ad hoc and proprietary integrations. Such a level of interoperability involves being able to find potential business partners, discovering their services and business processes, and conducting business "on the fly". This process of dynamic interoperation is only possible through standard B2B frameworks. Indeed a number of B2B ele ...

14 Keep your data safe and available while roaming
Yolanda Villate, Arantza Illarramendi, Evaggelia Pitoura
August 2002 **Mobile Networks and Applications**, Volume 7 Issue 4
Full text available: pdf(314.83 KB) Additional Information: full citation, abstract, references, index terms

The possibility of accessing and/or receiving local or remote data anywhere and at anytime constitutes an important advantage in many business environments. However, when working with mobile devices, users face many problems, such as: (1) *devise exposure problems* --- mobile devices are more vulnerable and fragile than stationary devices, because they can be easily stolen, lost or damaged, (2) *media problems* --- wireless communications are often unstable, asymmetric and expensive, a ...

Keywords: data storage, mobile computing, multi-agents systems, wireless services

15 A performance monitoring application for distributed interactive simulations (DIS)
David B. Cavitt, C. Michael Overstreet, Kurt J. Maly
December 1997 **Proceedings of the 29th conference on Winter simulation**

Full text available: pdf(922.38 KB) Additional Information: full citation, references, index terms

16 Video Storage: Periodic broadcast and patching services: implementation, measurement, and analysis in an internet streaming video testbed

Michael K. Bradshaw, Bing Wang, Lixin Gao, Jim Kurose, Prashant Shenoy, Don Towsley, Subhabrata Sen

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Full text available: pdf(797.96 KB) Additional Information: full citation, abstract, references, citings, index terms

Multimedia streaming applications can consume a significant amount of server and network resources. Periodic broadcast and patching are two approaches that use multicast transmission and client buffering in innovative ways to reduce server and network load, while at the same time allowing asynchronous access to multimedia steams by a large number of clients. Current research in this area has focussed primarily on the algorithmic aspects of these approaches, with evaluation performed via analysis ...

Keywords: patching, periodic broadcast, server

17 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

18 Extending OLAP querying to external object databases

Torben Bach Pedersen, Arie Shoshani, Junmin Gu, Christian S. Jensen

November 2000 **Proceedings of the ninth international conference on Information and knowledge management**

Full text available: pdf(168.32 KB) Additional Information: full citation, references, citings, index terms

19 Efficient Java RMI for parallel programming

November 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 6

Full text available: pdf(352.63 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Java offers interesting opportunities for parallel computing. In particular, Java Remote Method Invocation (RMI) provides a flexible kind of remote procedure call (RPC) that supports polymorphism. Sun's RMI implementation achieves this kind of flexibility at the cost of a major runtime overhead. The goal of this article is to show that RMI can be implemented efficiently, while still supporting polymorphism and allowing interoperability with Java Virtual Machines (JVMs). We study a new approach f ...

Keywords: Communication, performance, remote method invocation

20 Integrating Web Service and Grid Enabling Technologies to Provide Desktop Access to High-Performance Cluster-Based Components for Large-Scale Data Services

Victor P. Holmes, Wilbur R. Johnson, David J. Miller

March 2003 **Proceedings of the 36th annual symposium on Simulation**

Full text available: pdf(157.88 KB) Additional Information: full citation, abstract, index terms

At Sandia National Laboratories, a Data Servicessystem is under development to provide web-based accessto high-performance computing clusters. These clustershost a set of scalable post-processing applications for verylarge data manipulation and visualization of resultsgenerated by large-scale simulations in support of thedesign to analysis process for ensuring safety andreliability of the nation's nuclear weapons stockpile. Theprimary contribution of this work is the integration ofstandards-base ...